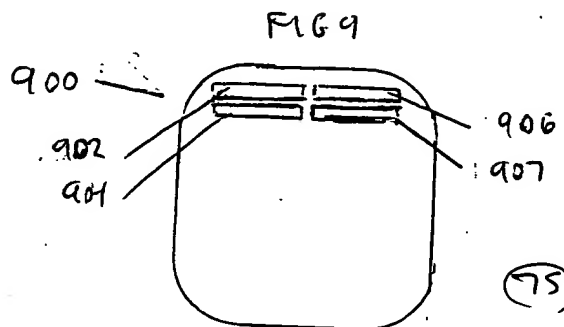
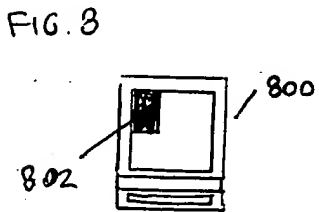
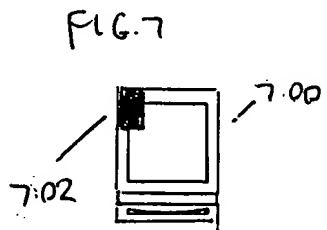
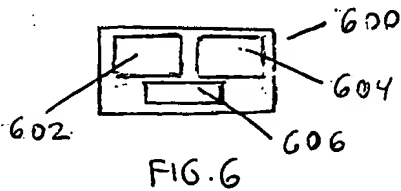
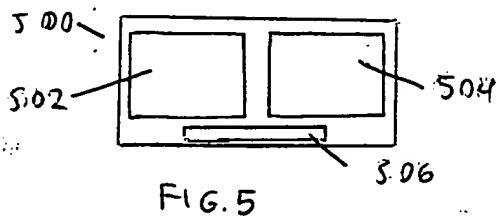
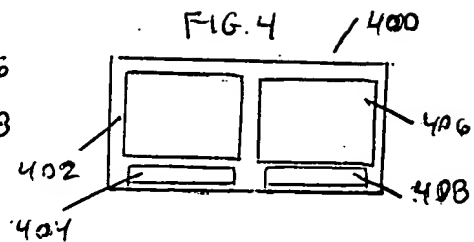
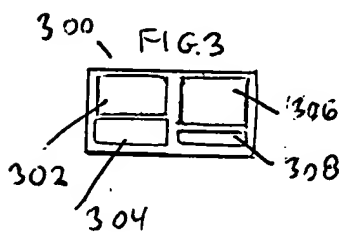
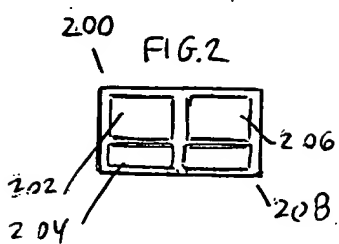
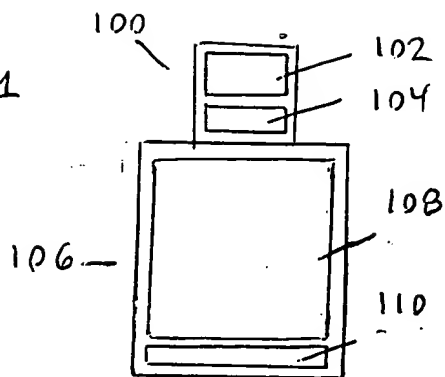


REDUCE
3 SET

INFORMAL
DRAWINGS

FIG. 1



(75)

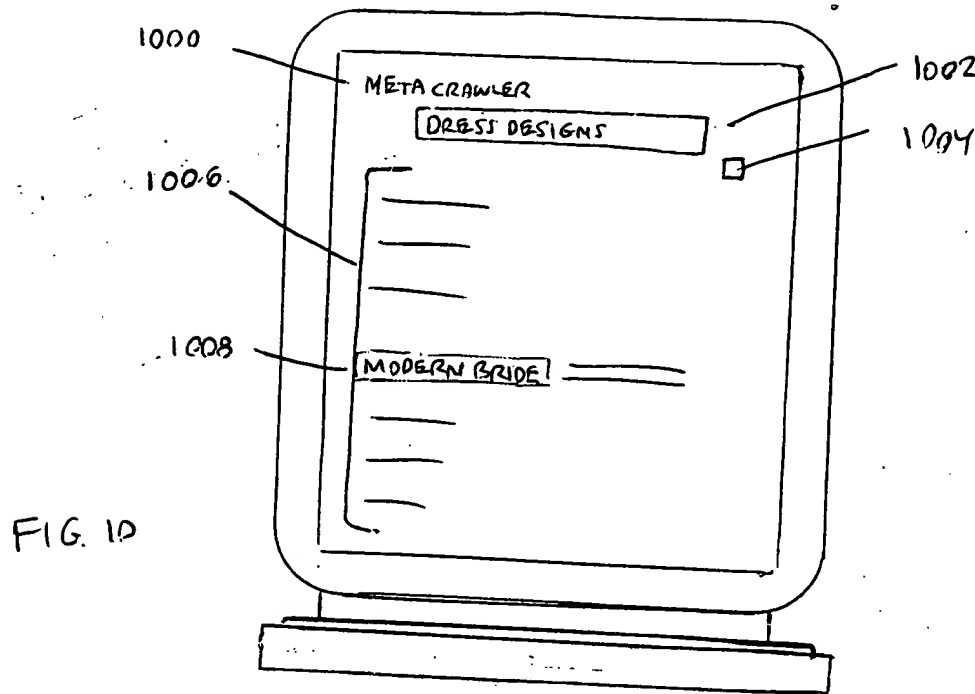


FIG. 10

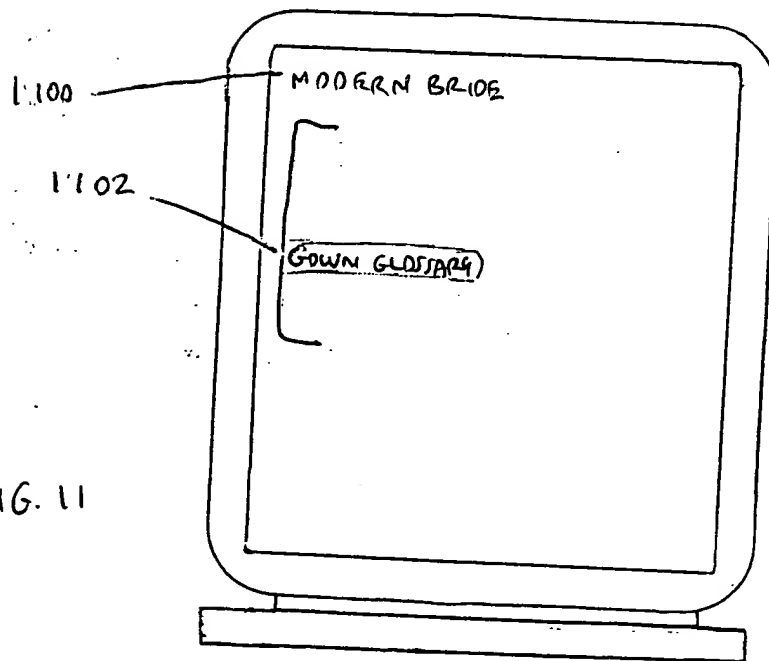


FIG. 11

FIG. 12

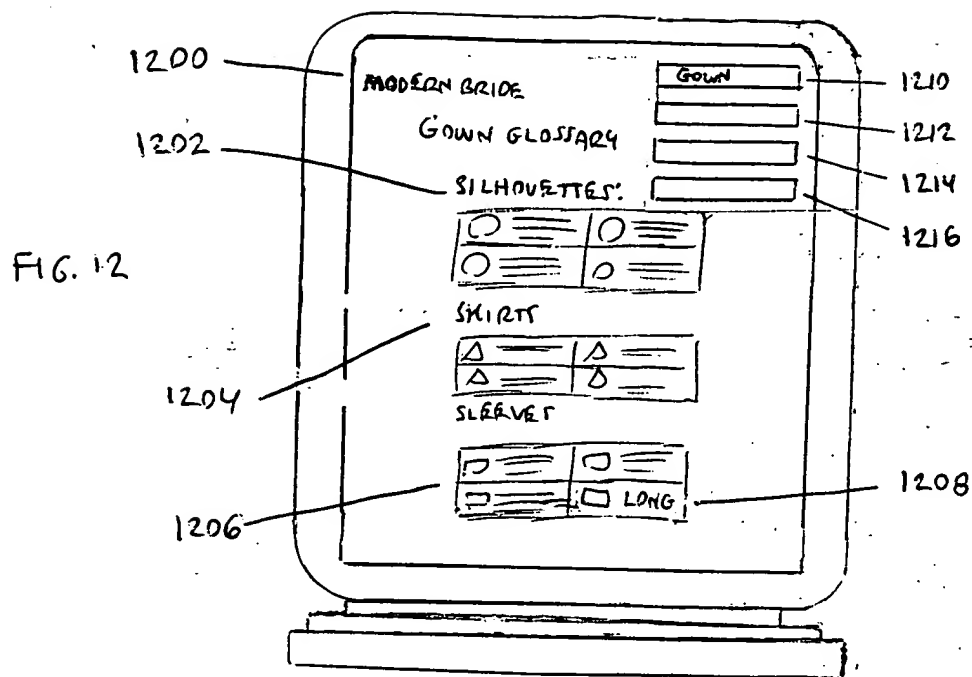


FIG. 13

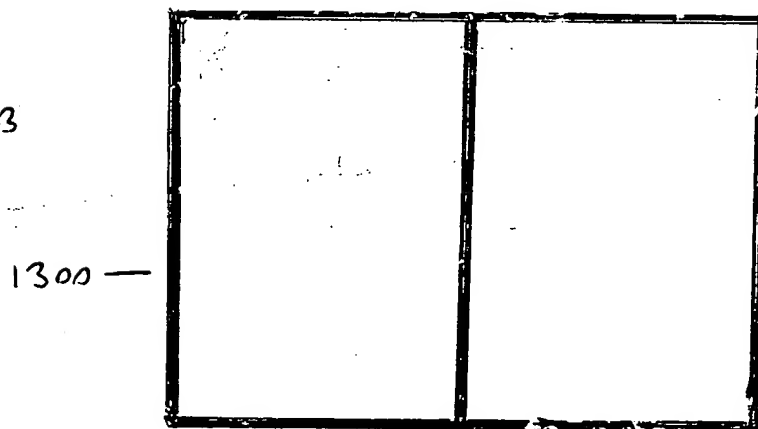


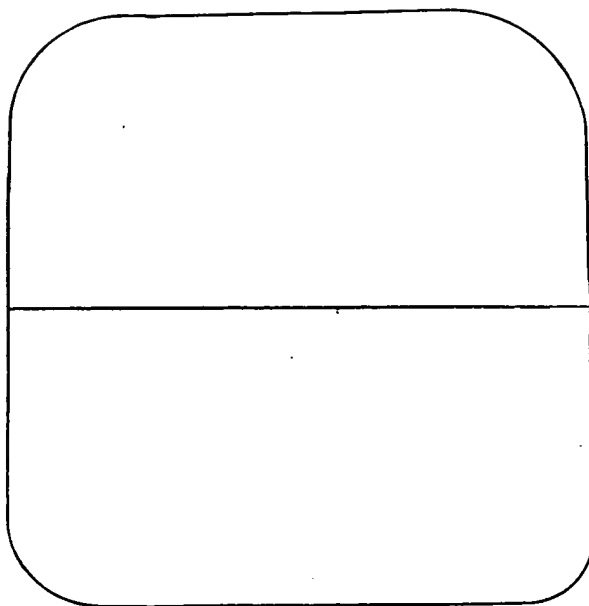
FIG. 14



00040600-072304

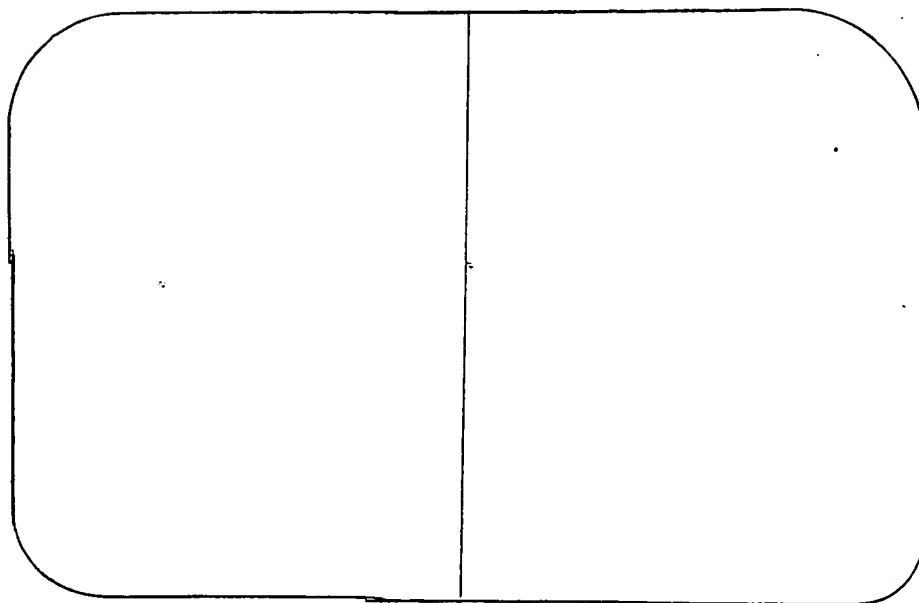
FIG 15

1500 —



1600 —

FIG 16



(78)

FIG. 17

FIG. 18

Function & Miss.	
Public	Racing
Pull	Radio Operated
Pull Down	Raised
Pull In	Random
Pull Out	Rapid
Pull Over	Rapid Fire
Pull Up	Rare
Pumping	Raspberry
Punchable	Raw
Pure	Rayon
Push	Retractable
Push Button	Ready
Quality	Real
Quick	Rear
Quick Release	Rearward
Quick Return	Recessed
Quick Stop	Recycled
Verboenen	

Voice 126, 128
cards 64
mail 597
recognition 170
synthesis 33
Voltage:
analog 121
control 121
Volume 120-122, 125
von Helmholtz, Hermann 119
von Tiesenhausen, George 158
Votrax software program 588
Vox Continental organ 125
Voyager (illus.) 100, 169

W

Walther, Charles R. 65
War games 112
War in Russia computer game 112
Washington Library Network (WLN) 68
Watson telephone messaging system 588
WAVE robotic language 182, 183
Waveforms 120-127
AC 121
sawtooth 120
sine 123
Weizenbaum, 142-143
Western Library Network (WLN) 68, 69
What-you-see-is-what-you-get (WYSIWYG) 94, 96
WICAT Systems 63-64
Winchester drive 178
Windows:
pull-down 55
as screen feature 37
viewing 102
Windows software application 38, 39
Wirth, Nicholas 51
Wizardry computer game 112, 113
"White" noise 120
Woodall, Roy 289, 465
Woodall, William 9, 97, 192, 194, 274, 550, 560, 563, 597, 613

X

XENIX operating system 550-552
glossary 550
in networked system 13
Xerox:
Interpress 95
Ventura Publisher 96
XT, IBM personal computer 36
XYWrite III 96

Y

Yamaha Corporation 122, 126, 128
CX5M music system 126
DX7 synthesizer 130

Z

ZBASIC programming language
327-333
glossary 327-333
Z-DOS, amount of available RAM 23
Z80:
assembler 12
-based computers
and CEM 13
Zenith Z-100, available RAM 23
Zenith Z-150 PC compatible (program) 192-194
Zilog 201
Z80 microprocessor 187, 188, 201, 207-209, (illus.) 207
summary of instructions 208-209
Z8000 microprocessor 187, 236-244, (illus.) 236
summary of instructions 237-244
Z8002 microprocessor 245-246, (illus.) 245
summary of instructions 237-244
Zoom feature 102
Zork trilogy computer games 112, 113